**Staying Alive: Planning the Mars Cologne**

Think of traveling to Mars as going camping with the nearest store several million miles away. If you didn't bring it, and can't make it, you'll have to do without. To prosper, your Mars Colony will need to "solve" the problems listed below (more or less in order of importance).

1. Air Supply -- If you run out, you're in big trouble.
2. Water Supply -- Where is the next drink of water going to come from?
3. Food Production -- Will you grow your own, or live on freeze-dried Big Macs?
4. Waste Management -- Recycling is key and nothing can be wasted.
5. Heating and Cooling -- How does the colony keep from freezing to death?
6. Energy -- Will you rely on solar, atomic, or wind energy, or on something else?
7. Living Quarters -- Above ground or below the surface?
8. Factories -- How do you make the things you need?
9. Transportation -- How are you going to get around on Mars? Walk, fly, or drive?
10. Communication -- How will you stay in touch with the folks at home?
11. Laws and Government -- Who's in charge?
12. Recreation Areas -- All work and no play makes Jack a dull boy.

This can be done in a group of five or less. Once you have completed you must present your plan to the class.